Using Comics and Graphic Novels with Children and Teens

Presented by Kyla Hunt and Katherine Mowery



- Kyla Hunt is the Library
 Management Consultant at Texas
 State Library and Archives
 Commission
- Katherine Mowery is currently the Teen Services Librarian at the Fox Lake District Library in Fox Lake, IL





Graphic Novels: A Gateway for Reluctant Readers (2015) So, you've caught your child/student/patron reading a comic...



Is it a comic?
A graphic novel?
A manga?

Graphic novel – a stand-alone title, often more
 "literary" in feel – can be fiction or non-fiction!



Is it a comic?
A graphic novel?
A manga?

Comic – serialized; can be of the super-hero

variety









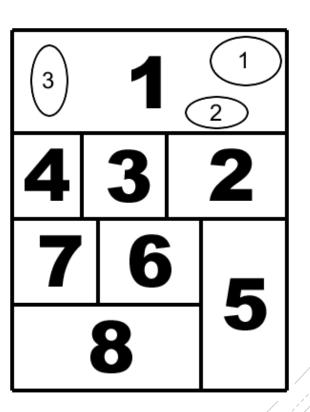




Is it a comic?
A graphic novel?
A manga?

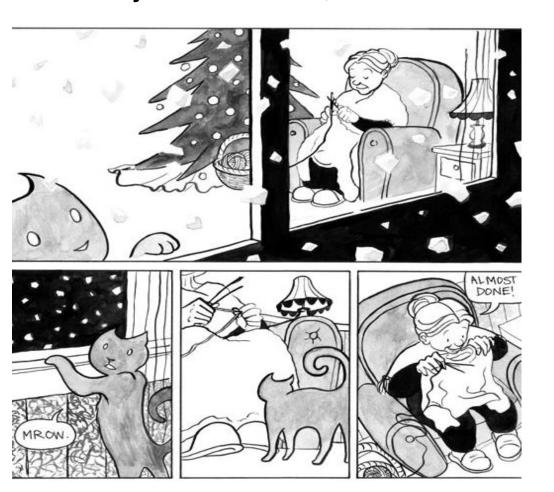
 Manga – Japanese comic, with a much longer history than American comics. Read right to left.





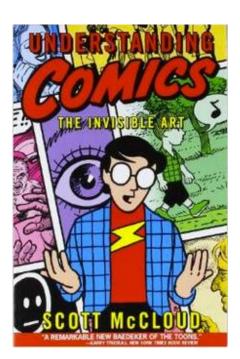
What makes them special?

- Creative space between the panels
- Focus not just on external, but internal action



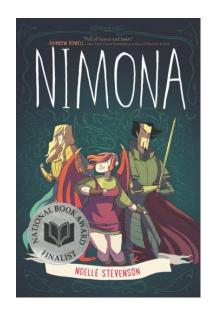
What makes them special...

- To beginning readers?
 - Visual language
 - Puts reader in control
 - Learn language from context clues
- To young readers?
 - Can feel subversive and exciting
 - Focuses on emotion (especially manga)



Engaging children and teens in your library **Programs**

Graphic Novel Book Club





- Book Club that only reads graphic novels
- Book Club reads a mixture of graphic novels and other formats
- Compare and contrast graphic novel adaptations of other works with their original formats



Anime Club

- Club-directed activities
- Origami
- Learn how to draw manga
 - Bring out drawing books or host a drawing workshop
- Sample Japanese snacks (dagashi)
- Compare manga vs. anime versions
- Cosplay workshop

FUNIMATION

Weeded Comics: a New Life!

- Easy, free prize for any occasion
- Use them for any craft project that requires paper
 - Especially with Modpodge!
- Encourage teens to
- Comics Stickers & Buttons



Comic-cons

- Throughout the day:
 - Local comic bookstore booth in library
 - Cosplay Photo Booth (photo studio?)
 - Fan Meet-ups
 - Game table
- Scheduled speakers and events:
 - Comic creation
 - Author speaker
 - Game creator
 - Zombie Survival Program
 - Cosplay Contest
 - Movie Showing



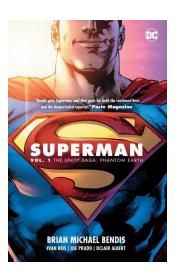


Quirks of Graphic Novel Collection Development

- Shelf space for a series
- Author/Creator change mid-series
- Hardcover vs. Paperback vs. Omnibus editions
- Quality of binding
- Nonfiction comics
- When to weed a series?

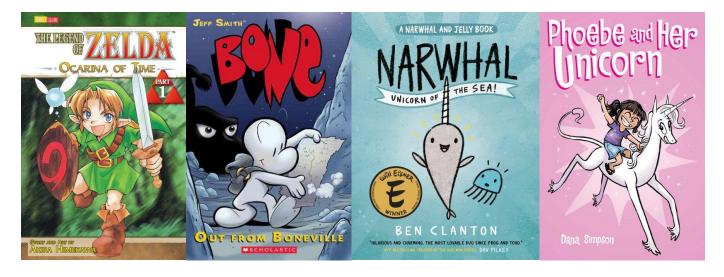
Marvel & DC

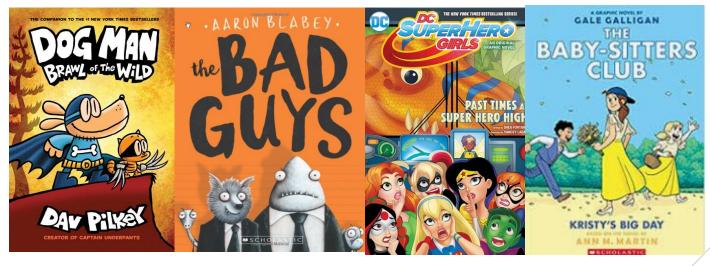
- Multiple series with the same or similar titles –
 sometimes the same authors as well
- Frequent changes in staffing in a single series
- Very large universe of characters with decades of backstory
- Both publishers have rebooted their entire universes multiple times





Titles for Elementary Readers

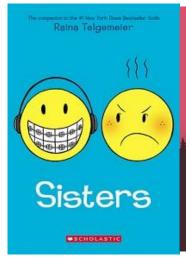




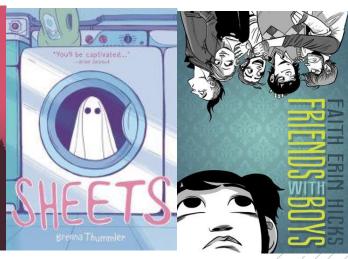
Middle Grade Titles



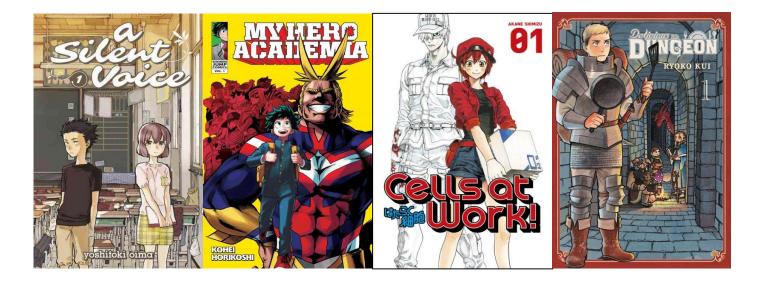


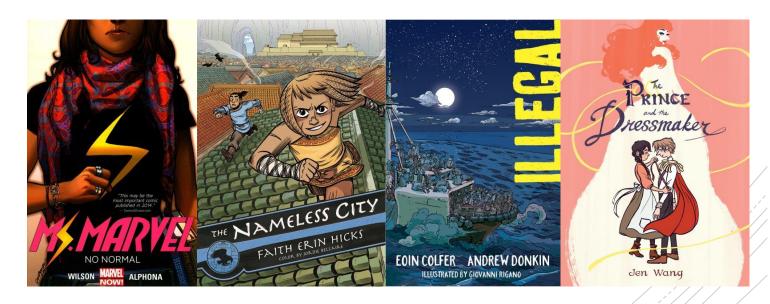






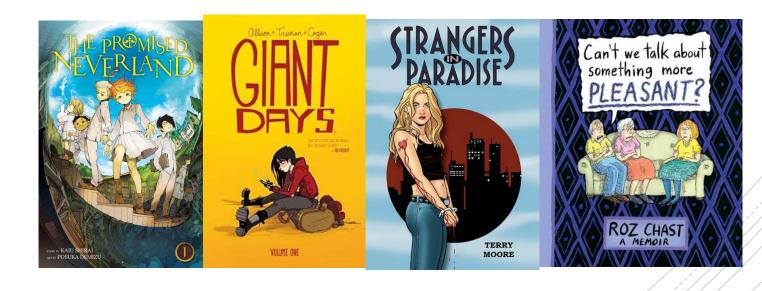
Young Teen Recommendations





Older Teen & Adult Titles





Sites focusing on comics and education

- TOON Books http://www.toon-books.com/
- Reading with Pictures -http://www.readingwithpictures.org/
- Comics in Education http://geneyang.com/comicsedu/
- Comic Book Legal Defense Fund http://cbldf.org/



Sources for Reviews & New Titles

- Journals
- Blogs
- Publishers
- Twitter & Instagram
- Book Awards
 - Eisner Awards
 - Comics that win or are nominated for non-comics awards
- ALA Resources
 - YALSA's Great Graphic Novels for Teens
 - ALSC's Notable Children's Books
 - GNCRT
- Look at the comics non-book retailers are carrying
 - Target, Costco, Walmart

Get Involved!



GRAPHIC NOVELS & COMICS

A ROUND TABLE OF THE AMERICAN LIBRARY ASSOCIATION

WHAT WE DO

- Advocate for and promote comics and graphic novels
- Develop programming and create Pop-Up libraries at comic conventions and library conferences
- Administer the Will Eisner Graphic Novel Grants for Libraries
- Provide networking opportunities for library staff and educators involved with graphic novels and comics
- Curate and create resources for collection development, best practices, and programming
- Create outreach opportunities to grow membership and allow more access to our resources
- Discuss and advocate for issues around cataloging and metadata



Get Involved!

The GNCRT is a collaborative organization dedicated to supporting library staff in all aspects of engaging with graphic novels and comics.



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